SIM CITY 2000

THE ULTIMATE CITY SIMULATOR

ADDENDUM & QUICK START GUIDE

DOS Version

SIM CITY 2000

System Information

Hardware Required

IBM or 100% compatible computer, 386 or above
4 MB RAM minimum, hard drive with 4 MB free and Microsoft-compatible mouse
Extended VGA graphics card and monitor capable of displaying 640 x 480 x 256 colors
Optional support for Ad Lib, Media Vision, Sound Blaster, Roland MPU-401 and 100% compatibles

Software Required

MS-DOS 3.3 or above

Quick-Start

SimCity 2000 must be installed to a hard disk before use. Here's how to do it:

Installing SimCity 2000

1. Put SimCity 2000 disk 1 into your A: or B: floppy drive.
2. Type **A:** [Enter] or **B:** [Enter], depending on your drive.
3. Type **INSTALL** [Enter].
4. Follow the instructions on the screen: enter your name when asked, answer any questions and change disks when prompted.
5. After the installation, remove the final SimCity 2000 floppy disk from your drive.

Starting SimCity 2000

After installation (see above), make sure you are in the proper drive and directory (the default is C:\SC2000), and type SC2000 [Enter].

Notes and Stuff

Mouse Stuff

A mouse is required to play SimCity 2000. When the manual, on-screen text or this addendum ask you to click, double-click, or click and drag, use the left mouse button. Clicking with the right mouse button activates the Center tool and redraws the screen centered on the spot where you clicked.

Using Menus

Menus are used extensively in controlling SimCity 2000, and are located at the top of the screen in the "Menu Bar." Only the names of the menus show until you open them. To open a menu, move the cursor to it and click-and-hold the left mouse button. To select a menu item, slide the cursor to highlight the item you want, then release the mouse button. To close the menu without selecting anything, slide the cursor off the menu and release the mouse button.

Seaports and Connections

When your city reaches a certain size, your industry will stop expanding without a good inter-city transportation system. If you have either a river or a coastline, you can build a seaport to boost industry. If you don't have either a river or a coastline, then you'll need to build an inter-city connection to boost your industry, by running either rails or a highway to any edge of the terrain

City Names

There are actually two names for each city in SimCity 2000, the FULL NAME that you give your city when you create it, and the FILE NAME it is saved under.

The full name can be up to 30 characters, including letters, numbers, spaces and symbols. The file name has to follow all the rules of a DOS file name: up to eight characters (no spaces or symbols), and it ends with **.SC2.**

You have to give your city its full name. SimCity 2000 will automatically come up with a file name for you. But you can choose your own file name or change it when you save it to disk. SimCity 2000 creates the file name by taking the first eight "legal" characters of the full name—deleting spaces and symbols—and adds .SC2 to the end. Be careful about accidentally writing over old cities!

Saving Cities

To save a city, select **Save City** from the File Menu. If it has already been saved before, it will be re-saved under the same name in the same place. If it has not been saved before, it will be saved to disk under the file name that SimCity 2000 comes up with.

To rename your city or save it to another location, select **Save City As...** from the File Menu. The Save City dialog box will open. If you want to change the full name, click on the Full Name box and type in a new one. If you want to change the file name, click in the File Name box, highlight the current file name and type in a new one. The extension **.SC2** will be added by the computer.

To change the directory where the city is to be saved, double-click on <..> to move up to a parent directory, and double-click on a directory name—to move down into them.

You can also change the drive where the city will be saved by clicking on the drive letter on the right side of the dialog box.

When you've chosen the full name, file name, directory and drive where you want to save your city, click on the Save button.

To close the Save City dialog box without saving anything, click on the Cancel button.

Loading Cities

To load a city that has already been saved, select **Load City** from the File Menu. The Load City dialog box will open.

Double-click on the file name of the city you want to load. You can also single-click on the file name and click the Load button.

If the city's file name isn't displayed, you can search other directories by double-clicking on either a directory name or on <..> to move up to the parent directory.

To see a city's full name displayed at the top of the dialog box, single-click on a file name.

Click Cancel to close the Load City dialog box without loading a city.

Trouble-shooting

SimCity 2000 and Your Graphics Card

SimCity 2000 requires a graphics card and monitor that are capable of running in 640 x 480 x 256 color Extended VGA mode. During the installation, the Install program detects what kind of card you have and tells SimCity 2000 what it is. When the Install program detects your card, it will detect possible video cards. If you don't see your card in the display, click and hold on the arrow to bring up a list of other possible cards. The Install program won't be able to recognize some cards, especially older ones, even though they are capable of running 640 x 480 x 256.

If Install doesn't recognize your card, it will give you a message that says your card probably won't work with SimCity 2000. If you know that your card will run in this resolution, then click Continue. Install will tell SimCity 2000 that your card will work with a VESA driver.

Next, you'll need to install the VESA driver for your card. Unless your card is very old, it probably came with a VESA driver (on a disk).

Copy the driver from the floppy to your hard disk. Run the driver from the command line (by typing the name of the driver and hitting Enter) before running SimCity 2000.

If the VESA driver did not come with your card, contact your card's manufacturer.

If Install Won't Work

Make sure your mouse is connected and your mouse driver is installed. If it still won't work, run the VESA driver for your card before you run Install.

The SimCity 2000 Boot Disk

If your computer meets all the hardware requirements and SimCity 2000 won't run properly, it is probably because of a conflict with a TSR or memory-resident program. If you are comfortable with editing your CONFIG.SYS and AUTOEXEC.BAT files, then go ahead. If you aren't sure how to do it, or don't want to, then make yourself a SimCity 2000 Boot Disk. Boot from this disk when you want to run SimCity 2000, and boot from your hard drive when you want your normal setup. Here's how to do it:

Step 1. Place a blank, formatted disk in the A: drive and make it into a boot disk with the SYS command by typing: SYS A: [Enter]. This will copy your system files to the floppy, making it bootable. (Be sure to label the disk so you can find it in that pile of floppies that always seems to appear near a computer.)
Step 2. Copy your mouse driver (usually called MOUSE.COM or MOUSE.SYS) and your VESA driver (if necessary) to the boot disk.
Step 3. Create an AUTOEXEC.BAT file on your boot disk to run SimCity 2000 and your mouse:

1. Type **A:** [ENTER]
2. Type **COPY CON AUTOEXEC.BAT** [ENTER]
3. Type **PROMPT PG** [ENTER]
4. Type **MOUSE** [ENTER] (If you are using MOUSE.COM)
5. Type [the name of your VESA driver] [Enter] (if necessary).
6. Type **C:** [ENTER]
7. Type **CD\SC2000** [ENTER]
8. Type **SC2000** [ENTER]
9. Press the **F6** key, then [ENTER]

If SimCity 2000 is not in C:\SC2000, change lines 6 and/or 7 to the correct drive and directory. If you are using a MOUSE.SYS file instead of MOUSE.COM, remove line 4 from the AUTOEXEC.BAT file above, and make a CONFIG.SYS file to run your mouse:

1. Type **A:** [ENTER]
2. Type **COPY CON CONFIG.SYS** [ENTER]
3. Type **DEVICE=MOUSE.SYS** [ENTER]
4. Type **FILES=30** [ENTER]
5. Press the **F6** key, then [ENTER]

Step 4. Reboot your machine with your new SimCity 2000 Boot Disk in drive A:. When you finish playing, remove the disk from the drive and reboot from your hard disk to return to your normal setup.

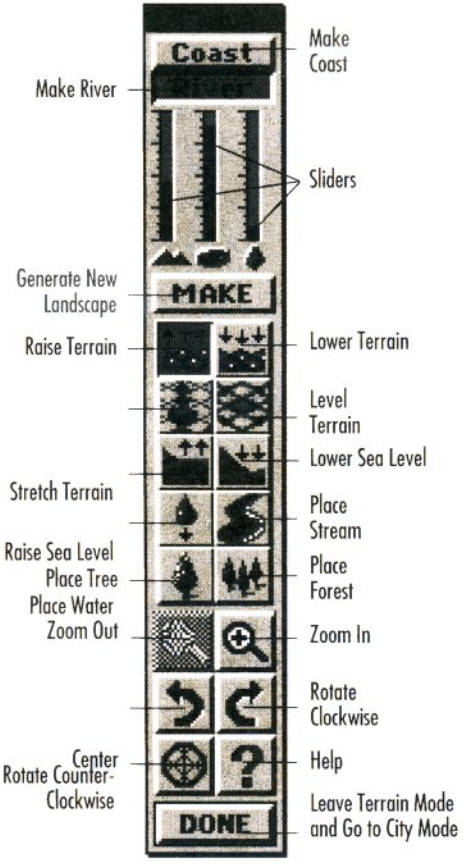
The **Cursor Keys** scroll the terrain in the City window.
Home activates the Zoom In tool.
End activates the Zoom Out tool.
Delete (Del) rotates the screen counter-clockwise.
Page Down (PgDn) rotates the screen clockwise.
Shift-click on any button or control to bring up help.
Shift-click anywhere in your city (buildings, infrastructure or terrain) to activate the Query function and open little information windows.
To cancel the placement of roads, rails, subways, zones, etc., press the **Shift** key before you release the mouse button.
Click the **Right Mouse Button** to temporarily activate the Center tool. Press the **Control Key** to bulldoze.

Reference Charts

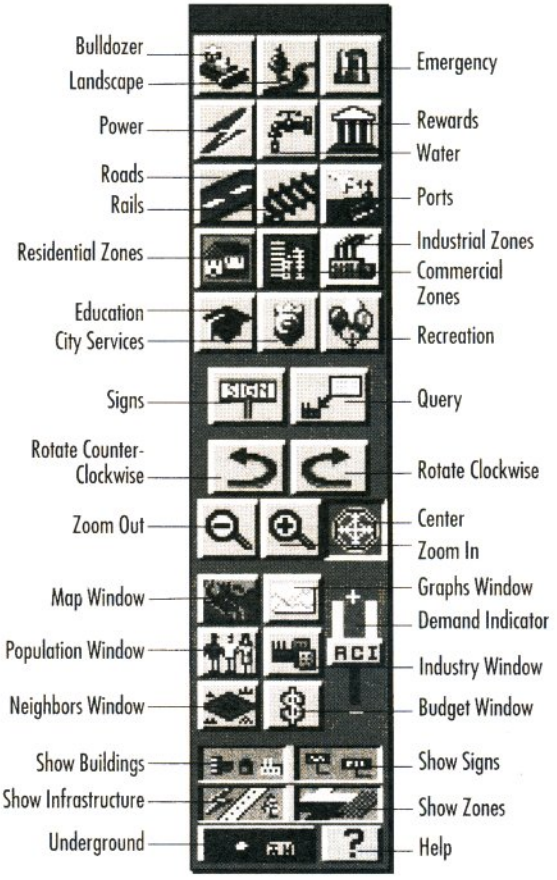
Keyboard and Mouse Shortcuts

SIM CITY 2000

The Terrain Toolbar



The City Toolbar



© 1993 Sim-Business. All rights reserved worldwide.